L Number	Hits	Search Text	DB	Time stamp
1	3109	flight adj2 simulat\$6	USPAT;	2004/08/29 13:41
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
2	488	flight adj2 simulat\$6 and textur\$4	USPAT;	2004/08/29 13:41
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
3	66	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2	USPAT;	2004/08/29 13:42
		accelerator\$1)	US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
4	65	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2	USPAT;	2004/08/29 13:42
		accelerator\$1) and memory	US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
5	62	flight adj2 simulat\$6 and textur\$4 and (agp or graphic adj2	USPAT;	2004/08/29 13:44
		accelerator\$1) and memory near15 (local or system or pre	US-PGPUB;	
		adj2 fetch\$4 or textur\$4)	EPO; JPO;	
			DERWENT;	
			IBM_TDB	
6	768	directdraw or direct adj2 draw	USPAT;	2004/08/29 13:44
1			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
7	768	directdraw or direct adj2 draw or microsoftdirect	USPAT;	2004/08/29 13:44
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
			IBM_TDB	
8	803	directdraw or direct adj2 draw or microsoft adj2 direct	USPAT;	2004/08/29 13:45
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
	4400		IBM_TDB	
9	1100	directdraw or direct adj2 draw or microsoft adj2 direct or	USPAT;	2004/08/29 13:45
		microsoft adj2 direct\$6	US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
10	0047	manfatala@4	IBM_TDB	0004/00/55
10	8617	prefetch\$4	USPAT;	2004/08/29 13:46
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
11	10474	prefetch\$4 or pre adj2 fetch\$4	IBM_TDB	2004/00/00 40 40
' '	10474	preference of pre aujz leterio4	USPAT;	2004/08/29 13:46
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
12	4	dime same textur\$4	IBM_TDB	2004/00/00 40:47
'-	<b>~</b>	diffic Saltie textur <del>y -</del>	USPAT;	2004/08/29 13:47
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
13	376	textur\$4 same memory same direct	IBM_TDB	2004/00/00 40:47
'3	3/6	textur\$4 same memory same direct	USPAT;	2004/08/29 13:47
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
Ll	L – <u>—                                   </u>		IBM_TDB	

14	194	textur\$4 same memory near10 direct	USPAT;	2004/08/29 13:47
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
4-			IBM_TDB	
15	111	textur\$4 same memory near5 direct	USPAT;	2004/08/29 13:49
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
40	0040		IBM_TDB	
16	3240	agp and pci	USPAT;	2004/08/29 13:49
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
17	2627	/avantina adi@ assalavatav@4	IBM_TDB	
17	3627	(graphics adj2 accelerator\$1 or agp) and pci	USPAT;	2004/08/29 13:50
			US-PGPUB;	
			EPO; JPO;	
			DERWENT;	
40	40	//	IBM_TDB	
18	13	((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2	USPAT;	2004/08/29 13:51
		simulat\$6)	US-PGPUB;	
			EPO; JPO;	
		•	DERWENT;	
40	-		IBM_TDB	
19	29	(directdraw or direct adj2 draw or microsoft adj2 direct or	USPAT;	2004/08/29 13:51
		microsoft adj2 direct\$6) and (flight adj2 simulat\$6)	US-PGPUB;	
	}		EPO; JPO;	
			DERWENT;	
00			IBM_TDB	
20	79	(directdraw or direct adj2 draw or microsoft adj2 direct or	USPAT;	2004/08/29 13:51
		microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or	US-PGPUB;	
		agp) and pci)	EPO; JPO;	
			DERWENT;	
	400		IBM_TDB	
21	109	(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2	USPAT;	2004/08/29 13:52
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	US-PGPUB;	
		adj2 direct or microsoft adj2 direct\$6) and (flight adj2	EPO; JPO;	
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	DERWENT;	
		adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2	IBM_TDB	
00	00	accelerator\$1 or agp) and pci))		
22	23	((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2	USPAT;	2004/08/29 13:52
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	US-PGPUB;	
		adj2 direct or microsoft adj2 direct\$6) and (flight adj2	EPO; JPO;	
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	DERWENT;	
		adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2	IBM_TDB	
		accelerator\$1 or agp) and pci))) and (textur\$4 same memory		
22	400	same direct)		
23	109	(((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2	USPAT;	2004/08/29 13:53
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	US-PGPUB;	
		adj2 direct or microsoft adj2 direct\$6) and (flight adj2	EPO; JPO;	
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	DERWENT;	
		adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2	IBM_TDB	
		accelerator\$1 or agp) and pci)) or ((((graphics adj2		
		accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or		
		((directdraw or direct adj2 draw or microsoft adj2 direct or		
		microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or		
		((directdraw or direct adj2 draw or microsoft adj2 direct or		
		microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or		
		agp) and pci))) or (((((graphics adj2 accelerator\$1 or agp) and		
		pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2		
		draw or microsoft adj2 direct or microsoft adj2 direct\$6) and		
]		(flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or		
		microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics		
		adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same		
		memory same direct))		

24	23	((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or ((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct\$6) and (flight adj2 simulat\$6)) or	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:53
		((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4)		
26	2	((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or ((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 13:54
		((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or ((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4) and (direct or fast\$4) and (flight adj2 simulat\$6)		
25	23	((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci)) or ((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or (((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or (((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) or (((((graphics adj2 accelerator\$1 or agp) and pci))) and (flight adj2 simulat\$6)) or (((directdraw or direct adj2))) or ((((graphics adj2 accelerator\$1 or agp))) and (flight adj2 simulat\$6))) or (((((graphics adj2 accelerator\$1 or agp)))) and (flight adj2 simulat\$6))) or ((((((((((graphics adj2 accelerator\$1 or agp))))))))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/08/29 14:02
		draw or microsoft adj2 direct or microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4) and (direct or fast\$4)		

27	22	((((graphics adj2 accelerator\$1 or agp) and pci) and (flight adj2	USPAT;	2004/08/29 14:03
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	US-PGPUB;	
		adj2 direct or microsoft adj2 direct\$6) and (flight adj2	EPO; JPO;	
		simulat\$6)) or ((directdraw or direct adj2 draw or microsoft	DERWENT;	
		adj2 direct or microsoft adj2 direct\$6) and ((graphics adj2	IBM_TDB	
		accelerator\$1 or agp) and pci)) or ((((graphics adj2	_	
		accelerator\$1 or agp) and pci) and (flight adj2 simulat\$6)) or		
		((directdraw or direct adj2 draw or microsoft adj2 direct or		
		microsoft adj2 direct\$6) and (flight adj2 simulat\$6)) or		
		((directdraw or direct adj2 draw or microsoft adj2 direct or		
		microsoft adj2 direct\$6) and ((graphics adj2 accelerator\$1 or		1
		agp) and pci))) or (((((graphics adj2 accelerator\$1 or agp) and		
		pci) and (flight adj2 simulat\$6)) or ((directdraw or direct adj2		ŀ
		draw or microsoft adj2 direct or microsoft adj2 direct\$6) and		
		(flight adj2 simulat\$6)) or ((directdraw or direct adj2 draw or		
		microsoft adj2 direct or microsoft adj2 direct\$6) and ((graphics		
		adj2 accelerator\$1 or agp) and pci))) and (textur\$4 same		
		memory same direct))) and (prefetch\$4 or pre adj2 fetch\$4)		
		and (direct or fast\$4) and textur\$4		ł

## **WEST Search History**



DATE: Sunday, August 29, 2004

Hide?	<u>Set</u> <u>Name</u>	Query	<u>Hit</u> Count			
	DB=B	PGPB, USPT, USOC, EPAB, JPAB, DWPI, TDBD; PLUR=YES; OP=ADJ				
	L15	113 and 110	7			
	L14	L13 or 110	37			
	L13	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture same (cache\$1 or ram or rom or memory or rapid\$4 or fast\$4 or slow\$4 or ram or rom or local or global or speed\$5)	8			
DB=DWPI; PLUR=YES; OP=ADJ						
	L12	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture same (cache\$1 or ram or rom or memory or rapid\$4 or fast\$4 or slow\$4 or ram or rom or local or global or speed\$5)	0			
	DB=B	PGPB, USPT, USOC, EPAB, JPAB, DWPI, TDBD; PLUR=YES; OP=ADJ				
	L11	14 and direct\$7 same textur\$4 same (process\$4 and (fast\$4 or slow\$4 or speed\$4))	7			
	L10	l4 and direct\$7 same textur\$4	36			
	L9	l4 and direct\$7	49			
	L8	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5 and texture	8			
	L7	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and flight adj1 simulat\$5	8			
	L6	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and pci	10			
	L5	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4 and agp	6			
	L4	texture near5 (buffer or memory or ram or rom or stor\$5)near5 fast\$4	74			
and develop	L3	texture and textur\$4 near5 (process\$4 or memory or cache or frame or buffer) near10 (fast\$4 or slow\$4)same (pci or agp or graphics adj2 accelerator)	9			
	L2	textur\$4 near5 (process\$4 or memory or cache or frame or buffer) near10 (fast\$4 or slow\$4)same (pci or agp or graphics adj2 accelerator)	9			
	L1	textur\$4 near5 (process\$4 or memory or cache or frame or buffer) same (pci or agp or graphics adj2 accelerator)	348			

END OF SEARCH HISTORY